#### Ordinance No. 4-2015

### AN ORDINANCE ESTABLISHING A POLICY OF ISSUING BUILDING PERMITS.

It shall be unlawful to construct or alter, repair, move demolish or change the occupancy of any building or structure in the Town of Torrey, where the effect of such construction or alteration is to enlarge the capacity or affect the bearing walls of any building or the roof thereof, without having first secured a permit. It will also be necessary to obtain a permit for fencing, driveways, and ingresses that may infringe on the town right away.

A building permit is not required for flat work cement IE: sidewalk, driveways that do not infringe on the town right away, basketball pad, flat cement patio area, but one is required if you build on the cement

The code allows up to 2 layers of shingles without tearing off and without needing building permit. If you tear off down to the board a building permit is required.

A building permit is NOT required for a storage Shed 120sq. ft. and smaller. It cannot have any plumbing or electrical work in it.

A building permit **IS** required on all fences with a fee \$25.00. Masonry fences fees are based on cost

### There is no minimum or maximum dollar amount on building permits.

All building permits other than those listed, are based on the square footage fee schedule out of the Uniform Building Code.

Application and Plans: A building permit shall be secured from the town recorder on written application accompanied by plans and specifications in duplicate in which must state the specific nature of the construction or alternations to be made. The plan must be verified by the person who will perform or be in charge of the construction or alteration.

Such applications with plans shall be referred to the building inspector who shall examine the plans to determine whether the proposed construction or alteration will comply with the relevant ordinances provisions. Torrey will follow the Utah revised international building code. Upon approval, the set of plans shall be returned to the applicant with a permit. If duplicate plans were submitted, the other shall be retained by the building Inspector. No permit shall be issued until after the approval of the plans.

It shall be unlawful to vary materially from the submitted plans and specification unless such variations are submitted in an amended plan to the Building Inspector and approved by him.

The town Council shall have the power to determine and change building permit fees through policy or resolution.

## Penalty for failure to secure permits before commencing work.

Any owner, architect, contractor or handyman that commences work without first securing a permit required shall be guilty of the offense of starting construction without a building permit. When the building Inspector or other authorized person learns of a valuation, he or she shall have authority to require that the work stop immediately and that it not continue until an authorized person acquires a building permit. The fee for the building permit obtained after work has commenced shall be double the amount it would have cost if the applicant had complied with the ordinance.

Torrey Town Ordinance shall supersede any contradiction between this ordinance and any National or other building code.

# **Inspections**

The inspector is hereby authorized to inspect or cause to be inspected all buildings and structures in the course of construction, modification, or repair, and to inspect building and land uses to determine compliance with the provision of this title.

Torrey Town Contracts with the Wayne County building inspection service. The inspector does not serve as a teacher or instructor on projects. The inspector's responsibilities are to inspect completed work and note any deficiencies and required corrections.

Requests must be made at least 24 hours in advance to the inspector.

### **SET BACKS**

Any new structures must abide by the following setbacks; 24 feet along the front, 12 feet side and rear. **Corner lots need 24 feet front and street side from property line.**